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1 [MEMOS: an interactive assistive system for prospective memory deficit](#)



[compensation-architecture and functionality](#)

Hendrik Schulze

September 2003 ACM SIGACCESS Accessibility and Computing, Issue 77-78

**Publisher:** ACM

Full text available: [pdf\(349.46](#)

[KB\)](#)

Additional Information: [full citation](#), [abstract](#), [references](#), [cited by](#),

[index terms](#)

The Mobile Extensible Memory Aid System (MEMOS) is an electronic memory aid system which was developed to support patients with deficits in the prospective memory after a brain injury. A special palmtop computer, the Personal Memory Assistant (PMA), ...

**Keyw ords:** assistive technology, cognitive prosthesis, electronic memory aid, health care application, mobile computing, prospective memory disturbances, usability


## 2 VC-1: a scalable graphics computer with virtual local frame buffers



Satoshi Nishimura, Toshiyasu L. Kunii

August SIGGRAPH '96: Proceedings of the 23rd annual conference on Computer graphics and interactive techniques 1996

**Publisher:** ACM

Full text available:  [pdf\(266.19 KB\)](#)

**Additional Information:** [full citation](#), [references](#), [cited by](#), [index terms](#)

**Keyw ord s:** demand paging, frame buffers, parallel polygon rendering, scalable


## 3 Blackberries in support of technology



Susan T. Dunnavant

October SIGUCCS '01: Proceedings of the 29th annual ACM SIGUCCS conference 2001 on User services

**Publisher:** ACM

Full text available:  [pdf\(210.96 KB\)](#)

**Additional Information:** [full citation](#), [abstract](#), [references](#), [index terms](#)

Interactive paging devices known as Blackberries were evaluated by student and professional support staff of Furman University as a part of a longer range evaluation of the technology for future campus-wide implementation. The immediate and robust but ...

**Keyw ord s:** blackberries, interactive paging, staff collaboration, student technical staff, technicals support, wireless communication devices


## 4 An extensible approach to imagery of gridded data



Geoffrey Dutton

July SIGGRAPH '77: Proceedings of the 4th annual conference on Computer graphics and interactive techniques 1977

**Publisher:** ACM

Full text available:  [pdf\(3.19 MB\)](#)

**Additional Information:** [full citation](#), [abstract](#), [references](#), [cited by](#)

A program offering a variety of cartographic techniques for mapping gridded data is described. Dot-distribution maps, several forms of contour maps and screen-toned maps are currently implemented for plotter and vector CRT. The structure and logic of ...

**Keyw ord s:** analytic hill-shading, cartography, contour mapping, device independence, dot-distribution mapping, gridded data, halftone imagery, inclined contour mapping, spatial analysis, spatial gradients, thematic mapping, vector graphics, virtual graphics, virtual memory


## 5 Interactive sculpturing and visualization of unbounded voxel volumes



Ralf Bönnig, Heinrich Müller

June SMA '02: Proceedings of the seventh ACM symposium on Solid modeling and applications

**Publisher:** ACM

Full text available:  [pdf\(257.13 KB\)](#)

**Additional Information:** [full citation](#), [abstract](#), [references](#), [cited by](#), [index terms](#)

A difficulty of voxel-based sculpturing and modeling is the limitation of the design space by the fixed boundaries of the voxel volume. We present the concept of an infinite voxelized virtual modeling space. A finite shape located in the virtual modeling ...

**Keyw ords:** adaptive surface extraction, computer-aided sculpturing, external memory data structures, volume modeling

## 6 Controlling user interaction



David J. Kasik

August ACM SIGGRAPH Computer Graphics, Volume 10 Issue 2  
1976

**Publisher:** ACM

Full text available:  [pdf\(160.86 KB\)](#)

**Additional Information:** [full citation](#), [abstract](#), [references](#), [cited by](#)

The user of an interactive application is in an anomalous position, especially if he is not one of the elite class known as "computer bums". This mythical user is at the end of a process totally controlled by a computer and a program. His communications ...

## 7 Configurable applications for graphics employing satellites (CAGES)



Griffith Hamlin, Jr., James D. Foley

June SIGGRAPH '75: Proceedings of the 2nd annual conference on Computer graphics and interactive techniques

**Publisher:** ACM

Full text available:  [pdf\(160.76 KB\)](#)

**Additional Information:** [full citation](#), [abstract](#), [references](#), [cited by](#)

This paper reports on CAGES, a programming system which substantially simplifies the process of writing interactive graphics application programs for use in a distributed processing, satellite-host configuration. It allows programs written in a PL/I ...

## 8 [Controlling user interaction](#)



David J. Kasik

July SIGGRAPH '76: Proceedings of the 3rd annual conference on Computer graphics and interactive techniques

**Publisher:** ACM

Full text available: [pdf\(160.86 KB\)](#)

**Additional Information:** [full citation](#), [abstract](#), [references](#), [cited by](#)

The user of an interactive application is in an anomalous position, especially if he is not one of the elite class known as "computer bums". This mythical user is at the end of a process totally controlled by a computer and a program. His communications ...

## 9 [The internet vs e-commerce servers: when will server performance matter?](#)

D. Krishnamurthy, J. Rolia

November CASCON '98: Proceedings of the 1998 conference of the Centre for 1998 Advanced Studies on Collaborative research

**Publisher:** IBM Press

Full text available: [pdf\(113.14 KB\)](#)

**Additional Information:** [full citation](#), [abstract](#), [references](#), [cited by](#), [index terms](#)

The cycle time of an Internet based online shopper includes time at an electronic commerce (e-commerce) server to gather information and purchase products, download time to transfer data over the Internet, and think time for interpreting the results ...

## 10 [XFastMesh: fast view-dependent meshing from external memory](#)

Christopher DeCoro, Renato Pajarola

October VIS '02: Proceedings of the conference on Visualization '02 2002

**Publisher:** IEEE Computer Society

Full text available: [pdf\(4.26 MB\)](#)

**Additional Information:** [full citation](#), [abstract](#), [references](#), [cited by](#), [index terms](#)

We present a novel disk-based multiresolution triangle mesh data structure that supports paging and view-dependent rendering of very large meshes at interactive frame rates from external memory. Our approach, called XFastMesh, is based on a view-dependent ...

**Keyw ords:** interactive large-scale visualization, level-of-detail, multiresolution modeling, out-of-core rendering

**11** Configurable applications for graphics employing satellites (CAGES)



Griffith Hamlin, Jr., James D. Foley

April ACM SIGGRAPH Computer Graphics, Volume 9 Issue 1  
1975

**Publisher:** ACM

Full text available:  [pdf\(160.76 KB\)](#)

**Additional Information:** [full citation](#), [abstract](#), [references](#), [cited by](#)

This paper reports on CAGES, a programming system which substantially simplifies the process of writing interactive graphics application programs for use in a distributed processing, satellite-host configuration. It allows programs written in a PL/I ...


**12** An extensible approach to imagery of gridded data



Geoffrey Dutton

August ACM SIGGRAPH Computer Graphics, Volume 11 Issue 2  
1977

**Publisher:** ACM

Full text available:  [pdf\(3.19 MB\)](#)

**Additional Information:** [full citation](#), [abstract](#), [references](#), [cited by](#)

A program offering a variety of cartographic techniques for mapping gridded data is described. Dot-distribution maps, several forms of contour maps and screen-toned maps are currently implemented for plotter and vector CRT. The structure and logic of ...

**Key words:** analytic hill-shading, cartography, contour mapping, device independence, dot-distribution mapping, gridded data, halftone imagery, inclined contour mapping, spatial analysis, spatial gradients, thematic mapping, vector graphics, virtual graphics, virtual memory


**13** OS and compiler considerations in the design of the IA-64 architecture



Rumi Zahir, Jonathan Ross, Dale Morris, Drew Hess

November ASPLOS-IX: Proceedings of the ninth international conference on  
2000 Architectural support for programming languages and operating systems

**Publisher:** ACM

Full text available:  [pdf\(96.50 KB\)](#)

**Additional Information:** [full citation](#), [abstract](#), [references](#), [cited by](#),  
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Increasing demands for processor performance have outstripped the pace of process and frequency improvements, pushing designers to find ways of increasing the amount of work that can be processed in parallel. Traditional RISC architectures use hardware ...

14 IRIS performer: a high performance multiprocessing toolkit for real-time 3D



graphics

John Rohlff, James Helman

July SIGGRAPH '94: Proceedings of the 21st annual conference on Computer  
1994 graphics and interactive techniques

**Publisher:** ACM

Full text available: [pdf\(633.11 KB\)](#) [ps\(9.32 MB\)](#)

**Additional Information:** [full citation](#), [abstract](#),  
[references](#), [cited by](#), [index terms](#)

This paper describes the design and implementation of IRIS Performer, a toolkit for visual simulation, virtual reality, and other real-time 3D graphics applications. The principal design goal is to allow application developers to more easily obtain maximal ...

15 Separable hyperstructure and delayed link binding



David F. Brailsford

December ACM Computing Surveys (CSUR), Volume 31 Issue 4es  
1999

**Publisher:** ACM

Full text available: [pdf\(38.45 KB\)](#)

**Additional Information:** [full citation](#), [references](#), [cited by](#), [index terms](#)

16 InfiniteReality: a real-time graphics system

John S. Montrym, Daniel R. Baum, David L. Dignam, Christopher J. Migdal

August SIGGRAPH '97: Proceedings of the 24th annual conference on Computer  
1997 graphics and interactive techniques

**Publisher:** ACM Press/Addison-Wesley Publishing Co.

Full text available: [pdf\(697.27 KB\)](#)

**Additional Information:** [full citation](#), [references](#), [cited by](#), [index terms](#)

17 [Delay streams for graphics hardware](#)



Timo Aila, Ville Miettinen, Petri Nordlund

July 2003 ACM Transactions on Graphics (TOG), Volume 22 Issue 3

**Publisher:** ACM

Full text available: [pdf\(1.67 MB\)](#) [mov\(25:25 MIN\)](#)

**Additional Information:** [full citation](#), [abstract](#),

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In causal processes decisions do not depend on future data. Many well-known problems, such as occlusion culling, order-independent transparency and edge antialiasing cannot be properly solved using the traditional causal rendering architectures, because ...

**Keyw ords:** 3D graphics hardware, antialiasing, occlusion culling, order-independent transparency, stream processing

18 [Level-of-detail volume rendering via 3D textures](#)



Manfred Weiler, Rüdiger Westermann, Chuck Hansen, Kurt Zimmermann, Thomas Ertl  
October 2000 VVS '00: Proceedings of the 2000 IEEE symposium on Volume visualization

**Publisher:** ACM

Full text available: [pdf\(1.04 MB\)](#)

**Additional Information:** [full citation](#), [references](#), [cited by](#), [index terms](#)

19 [Fast hardware-software coverification by optimistic execution of real processor](#)



Sungjoo Yoo, Jong-Eun Lee, Jinyong Jung, Kyungseok Rha, Youngchul Cho, Kiyoung Choi  
January 2000 DATE '00: Proceedings of the conference on Design, automation and test in Europe

**Publisher:** ACM

Full text available: [pdf\(102.05 KB\)](#) [Publisher Site](#)



**Additional Information:** [full citation](#), [references](#), [index terms](#)

## 20 [Hardware-software-balanced resampling for the interactive visualization of unstructured grids](#)

Manfred Weiler, Thomas Ertl

October VIS '01: Proceedings of the conference on Visualization '01  
2001

**Publisher:** IEEE Computer Society

Full text available:  [pdf\(752.18 KB\)](#)  [Publisher Site](#)

**Additional Information:** [full citation](#), [abstract](#),  
[references](#), [cited by](#), [index terms](#)

In this paper we address the problem of interactively resampling unstructured grids. Three algorithms are presented. They all allow adaptive resampling of an unstructured grid on a multiresolution hierarchy of arbitrarily sized cartesian grids according ...

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